



League Rules

Amended 3/31/10

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I. Procedural Rules

A. Divisions

1. Players must play with the appropriate age group based on their age as of December 31. Playing up or down is not permitted. Exceptions to the playing up rule will only be made for a manager's daughter under the following conditions: 1. the manager has one or more daughters playing in the appropriate division and 2. the sibling playing up is no more than one year removed from age group with whom she will be playing.
2. Structure:
 - a. 6U Division
 - b. 8U Division
 - c. 10U Division
 - d. 12U Division
 - e. 14U Division
 - f. 16U Division

B. Registration

1. After registration is closed, the number of players registered in each division will be used to determine the number of teams to be formed in each division.
2. A waiting list for each Division will be established by the Player Agent after registration is closed. The waiting list will be used to fill vacancies on the original rosters in the event of illness, injury, resignation or other unforeseen condition. Player vacancies will be filled from the waiting list in the order of player registration date.
3. Partial refunds will be given after registration and before teams are formed.

C. Player Selection

1. Evaluations
 - a. Every player in the 16U, 14U, 12U, 10U and 8U Divisions will be assigned a try out date and time and must be evaluated.
 - b. Skill tests will be uniform for every player; however, pitchers will be required to participate in an additional skill evaluation.
 - c. Players who do not attend the evaluations will be assigned to teams based on a blind draw at the Divisional draft.
2. Team Formation
 - a. No refunds will be allowed after teams are formed.
 - b. Rosters in the 6U, 8U, 10U and 12U Divisions will have a maximum of twelve (12) players. Rosters in the 14U and 16U Divisions will have a maximum of fourteen (14) players.
 - c. There is no try out or draft for the 6U Division. Teams are formed by giving preference to requests and/or the school the player attends. Every effort will be made to honor parental requests for players to be on the same team.

- d. The 8U, 10U, 12U, 14U and 16U divisions utilize a draft system to form teams.
- e. Parents of siblings playing in the same division may request that both players be placed on the same team.
- f. Attendance at the draft will be restricted to the team Managers, the President, the Player Agent and the respective Division Commissioner.
- g. The number of teams shall be determined by the Division Commissioner based on the number of players registered and the number of Board approved Managers.
- h. Each Manager will draw a number which will be their team number and will determine the order of the draft.
- i. Draft:
 - 1. Pitcher's Draft.
 - i. Every player that tried out as a pitcher will be evaluated by the Division Commissioner. Additionally, the Managers may add players who are known pitchers but did not try out.
 - ii. If a player declares that she is not going to be a pitcher for the coming season and pitched in more than twenty-five percent (25%) of the games the previous year, that player will not be allowed to pitch in any game. The parent(s) must inform the BOD, in writing, that the player will not pitch in the upcoming season. The Player Agent shall notify the draft Manager. If a Manager violates this rule, the game will be declared a Forfeit as soon as the player throws one (1) pitch.
 - iii. Prior to the beginning of the draft, pitchers shall be ranked by a majority vote of the Managers and with direction from the Division Commissioner. Ranked pitchers will equal the number of teams in the respective division. Following the order of the draft, they will be drafted to a team. They will be placed in the draft round for each team as agreed upon by the majority of Managers. The intent is to place an equal number of pitchers on each team as well as distribute the better non-pitching players. If a Manager's daughter is a ranked pitcher, the divisional Managers will determine which round that player will be placed and will count as that team's ranked pitcher. A Manager and Coach may not be on the same team if their daughters are both ranked pitchers.
 - 2. Regular Draft.
 - i. If a Manager's daughter is not a ranked pitcher, the divisional Managers will determine which round that player will be placed.
 - ii. Coach's daughters will be placed in the draft round for their respective team as agreed upon by the majority of Managers.
 - iii. After the Pitcher's Draft and all the Managers and Coaches' daughters have been placed, the Managers will begin drafting their teams. The draft will proceed by team number

in a serpentine manner skipping slots where teams have protected players.

3. Blind Draw.
 - i. Every player that did not try out, or there is not sufficient information regarding the player to be included in the Regular Draft, will have their name placed into a hat. The Divisional Managers will draw a player's name out of a hat. That player will then be placed on that team in the last draft slot.
 - ii. If there are fewer players than teams, then the Division Commissioner will place the player's names in the hat along with enough blank pieces of paper so that every team has a draw. If a team draws a blank piece of paper, then that team will use that slot as a draft slot.
- j. Any trading of players will follow immediately after the draft has been completed. No trades will be allowed after the draft meeting has been adjourned. If an unusual situation arises pertaining to the placement of a player on a team, the respective Division Commissioner, Player Agent and the President will take appropriate action.
- k. No team will consist of more than thirteen (13) players.
3. Replacement Players
 - a. A Manager who loses a player for any reason must notify the Player Agent within twenty-four (24) hours.
 - b. During the last two (2) weeks of the regular season, no changes will be made to the rosters.
 - c. Once the loss has been verified and it is determined that there is a permanent team roster vacancy, it is the responsibility of the Player Agent to contact the next available player on the waiting list.

D. Volunteers

1. Managers and Coaches
 - a. Managers and Coaches must abide by the HBGS Code of Conduct.
 - b. All medical authorizations must be signed by parents and kept with the Manager during practices, games and any other league or team activity. If a player is injured during a League activity, the Manager must report the incident to the Safety Director within twenty-four (24) hours and follow up with a written report within forty-eight (48) hours. If a player cannot participate in three (3) consecutive games and/or practices because of an injury, the player must submit a medical release to the Safety Director for approval to return to practice and/or games.
 - c. Positive cheering is encouraged as long as it is not disruptive to the game or derogatory in nature.
 - d. Managers are responsible for ensuring that all players remain in the dugout area or field unless they have permission. Eating in the dugout area or on the playing field is prohibited. Only water or sports drinks in plastic bottles and sunflower seeds are allowed.

- e. Equipment supplied by the League shall not be altered or abused in any way. All League furnished equipment and keys are to be returned at the conclusion of the season.
 - f. The Manager is responsible for acquiring the following volunteers from the team's parents: two (2) Coaches, Team Parent, Scorekeeper, Snack Bar Parent and Field Parent.
 - g. Managers are responsible for ensuring their team's Field Parent is properly setting up or cleaning up the field (see Section D5 for specific requirements).
 - h. Managers shall give a copy of their line up to the opposing Manager and the official scorekeeper (Home Team Scorekeeper) at least fifteen (15) minutes prior to the game. Line ups should include uniform number, player's last name, starting positions and absent players.
 - i. Managers are responsible for ensuring all that are no more than three (3) adults in the dugout at any given time. Any adult in the dugout must have a Volunteer Application on file with the League.
 - j. Managers must notify the Player Agent if a player misses three (3) consecutive games and/or practices without excuse.
 - k. Managers and Coaches are responsible for sportsmanlike conduct of the parents. The Manager should make this point clear during the parent meeting. Repeated unsportsmanlike conduct could result in stoppage of play or suspension of the game until the conduct ceases.
 - l. Failure to comply with any of the above may result in discipline, suspension or removal by the Board. Manager grievances, recommendations or suggestions should be submitted in writing to the Divisional Commissioner for review and/or action by the Board.
2. Team Parent
 - a. The Team Parent coordinates volunteers for League activities; assists the Manager with distributing team news; and plans team activities.
 3. Scorekeeper
 - a. The Scorekeeper attends the Scorekeeper's Clinic; keeps score at all games and makes arrangements for a substitute Scorekeeper if unable to attend a game; knows the basic rules of the game; and keeps the official scorebook when Home Team.
 4. Snack Bar Parent
 - a. The Snack Bar Parent is responsible for scheduling the player's parents to cover the Snack Bar shifts assigned to the team.
 5. Field Parent
 - a. The Home Team Field Parent is responsible for getting the field ready at least thirty (30) minutes prior to game time. This includes dragging, watering, chalking, installing the bases, and putting out trash cans (if it is the first game of the day).
 - b. The Visiting Team Field Parent is responsible for cleaning up after the game is over. This includes dragging, watering and emptying trash cans. If it is the last game of the day, bases, trash cans and any other field equipment needs to be stored and secured.

6. Umpires
 - a. In the event that a scheduled umpire is not available, both team Managers may agree on a qualified substitute. No umpire will be under the age of eighteen (18) unless approved by the Board.

E. Code of Conduct

1. Objective. HBGS seeks to ensure that all activities are fair, positive and enjoyable experiences for all children and adults involved. The goal is to assure that its members maintain the highest standard of sportsmanship and ethical behavior at all times. HBGS will not discriminate against any person on the basis of race, creed, color, national origin, marital status, gender, sexual orientation or disability. All HBGS players, Managers/Coaches, Parents/Spectators and Board Members shall abstain from the following activities:
 - a. Foul, obscene or profane language
 - b. Indecent gestures
 - c. Fighting
 - d. Umpire abuse of any type
 - e. Substance abuse (including alcohol)
 - f. Bringing animals/pets to any practice/game (even on a leash/lap/cage)
 - g. Tobacco use at any practice/game (smoking included)
 - h. Object throwing in anger
 - i. Showing disrespect or arguing with Managers/Coaches
 - j. Arguing with or harassment of opposing team's players, Managers/Coaches or parents/spectators
2. Players. All players shall be courteous to HBGS volunteers and listen to their Manager/Coach and follow the team guidelines. All players will be on time to practices/games and come prepared with their equipment, appropriate beverages and attire (jacket/sweats if necessary).
3. Parents/Spectators. All parents/spectators will help in picking up litter after practices/games and be courteous to the "neighbors" of HBGS. No driving/parking on the Circle View blacktop is allowed. All parents/spectators will applaud good plays by both teams. All parents/spectators shall accept the Managers/Coaches decision concerning their child's playing position and the amount of time their child will play in any game or tournament. If there is a concern, parents/spectators will discuss this directly with him/or at an appropriate time.
4. Managers/Coaches. All Managers/Coaches will abide by the Code of Conduct agreement that addresses their commitment to the players and the organization; and their conduct during practices, games, with umpires and off the field. All Managers/Coaches will complete and submit a Volunteer Application.
5. Board of Directors. Board members are responsible for providing direction and organization for HBGS. A Board member is expected to maintain exemplary behavior and sportsmanship at all times. Board members are expected to:

- a. Act on behalf of the League and the office they are representing above their own personal goals and objectives.
 - b. Maintain the Code of Conduct for Players, Managers/Coaches and Parents/Spectators when conducting business on behalf of HBGS.
 - c. Conform to all the rules established by ASA and HBGS.
6. Procedure to Address Violations. All incidents shall be reported to the respective Division Commissioner, Code of Conduct Director or Player Agent. After investigation and review by the President, Vice President, Player Agent, Code of Conduct Director, respective Division Commissioner and UIC (if applicable), the below sanctions will be imposed.
- a. First Offense: Suspension from attending one (1) designated game.
 - b. Second Offense or Major Offense as determined by the Board: Person must meet with the Board prior to being allowed to return to any League function (i.e., games, practices, etc).
 - c. If a person is ejected from a game by an umpire, he/she must immediately leave the property for the remainder of the game and will be suspended from the next scheduled game.
 - d. If a person is ejected from a game by an umpire twice in a season, the Board may elect to refuse future participation in HBGS.

F. Games

- 1. Schedule
 - a. The League shall publish an approved schedule of games as recommended by the Scheduling Coordinator.
- 2. Rescheduling of Games
 - a. Cancellation. Only the President can cancel games in cases of bad weather or other extenuating circumstances. The Scheduling Coordinator shall reschedule any canceled games.
 - b. Postponement. Games will only be postponed due to a school activity that causes the team to have less than eight (8) players. This request shall be made to the Division Commissioner at least fourteen (14) days prior to the affected game. The Scheduling Coordinator shall reschedule any postponed games.
 - c. Same Day Time Change. Managers may seek to obtain a new time for his/her game on the day which that game is originally scheduled. This request shall be made to the Division Commissioner at least fourteen (14) days prior to the affected game. The Scheduling Coordinator shall reschedule any approved same day time changes.
 - d. Forfeits. A team forfeits their game if the team cannot field eight (8) players ten (10) minutes past game time or any time during the game.
 - e. Protests. Protests may occur with the misapplication of League policy. The Umpire and the opposing Manager must be informed of the Manager's intent to protest at the time the incident occurs. This intention must be marked in the Official Scorebook. A written protest of the game must be submitted to the UIC within twenty-four

(24) hours of the conclusion of the game. The Protest Committee (UIC, the President, the Player Agent, the respective Division Commissioner) will rule on the interpretation and advise both affected Managers of the committee's decision. There will be a (50) fifty dollar non-refundable fee required for all protests.

G. Division Championships

1. There will be no win/loss record kept, nor a Division Champion declared, for the 6U Division. Participation trophies will be awarded to all of the players at Closing Ceremonies.
2. The regular season for the 8U division will begin upon termination of the coach pitch portion of the season. There will be no win/loss record kept for the 8U division during the coach pitch portion of the season.
3. 8U, 10U, 12U, 14U and 16U Divisions standings will be based on the win/loss record for all regular season games. Tie games count as half of a win and half of a loss. In the event of a tie, the team with the best head-to-head record will be placed ahead of the other team. If the teams are evenly split during the season then the least runs allowed in head-to-head play will be used. In the event of a tie between more than two (2) teams then the least runs allowed for the whole season will be used. Trophies for the First, Second and Third Place teams will be awarded trophies at Closing Ceremonies. Participation trophies will be given to all other players.

H. All Stars

There will be two (2) All Stars teams (Gold and Silver) in the 8U, 10U and 12U Divisions. There will be one (1) All Stars team (Gold) in the 14U and 16U Divisions.

1. General Policies

- a. Parents/Players must sign (or have signed at the beginning of the season) Code of Conduct and the All Stars Parent/Player Agreement.
- b. Regular season practices and games hold priority over attendance at All Stars practices, games and functions.
- c. All Stars practices, games and functions are mandatory unless approved by the All Stars Manager.
- d. The League will pay for All Stars Gold Teams to participate in the District tournament and championship tournaments (as needed). The League will pay for All Stars Silver Teams to participate in one (1) tournament. Any additional tournaments will be at the player's expense. All transportation to and from tournaments will be at the player's expense.
- e. The League will provide uniforms for All Stars players. Any additional jackets, gear bags, helmets, clothing or equipment will be at the player's expense.
- f. Each All Stars team will be required to pay fees to contribute to the cost of the All Stars program. Teams can choose to solicit donations, hold fundraisers or divide the cost by player. These fees must be paid to the League no later than the last day in May

2. All Stars Manager Selection
 - a. Managers or Coaches who wish to be considered as a candidate for All Stars Manager must submit in writing their interest to the President no later than the last Saturday in April. Eligible candidates must be a Manager or Coach in their respective division during the current season and with a daughter in the pool of eligible All Star players. Factors which will be considered when selecting the All Stars Manager candidates include: experience; interaction with players, parents, peers, officials; on-field conduct; and contribution to the league at large. Exceptions could be made if there are no eligible Managers or Coaches interested.
 - b. The All Stars Manager candidates will be approved by a majority vote of all Board members. If a Board member holds more than one (1) voting position, that Board member will have only one (1) vote. (An approved candidate only indicates that the board supports this person to be voted on as a Manager, voted by his/her peers and not solely elected by the board.)
 - c. Managers for each division will vote utilizing a secret ballot at the Divisional All Stars Meeting for the All Stars Manager from the list of eligible approved candidates. The President, Player Agent and Division Commissioner are responsible for counting the ballots.
 - d. The Manager with the highest number votes will be the Gold All Stars Manager. If the selected Manager is unable to fulfill the commitment, the Manager or Coach receiving the next highest number of votes will be selected as All Stars Manager.
 - e. Each All Stars Manager can select two Coaches (with a daughter selected to the respective team) of his/her choice. At least one of the All Stars Coaches must have been a Manager or Coach in the division during the current season. All Stars Coaches must be approved by a majority vote of all Board members. If a Board member holds more than one (1) voting position, that Board member will have only one (1) vote.
 - f. After the Gold All Stars team has been selected, the Managers for each division will vote utilizing a secret ballot at the Divisional All Stars Meeting for the All Stars Silver Manager from the list of eligible approved candidates. The President, Player Agent and Division Commissioner are responsible for counting the ballots.
3. All Stars Player Selection
 - a. Eligible candidates must: have played in at least fifty percent (50%) of the current season's games; have dropped from travel team rosters and participation by April 1st of the current season; be age eligible for the division [i.e., an eleven (11) year old playing in 10U]; and play in the same division as the current season.
 - b. The Divisional All Stars Meeting will be scheduled the first week in May. Only the President, Player Agent, Division Commissioner and the Manager from each regular season team will attend the meeting. All discussion at the meeting is confidential. If any information, ballot results, or conversation is made known to the League's Membership, the person responsible will not be allowed

to manage or coach during the next season. Each Manager will bring to the meeting a list of player candidates from their team for consideration listing their defensive positions played, strongest to weakest. Prior year's All Stars selection has no bearing on the current season's All Stars nomination or possible selection to a team.

- c. After an open forum discussion of the Manager's nominees, the Managers will vote for twelve (12) players. The President, Player Agent and Division Commissioner are responsible for counting the ballots.
- d. The twelve (12) players with the highest number of votes received from the Managers will be members of the Gold All Stars Team. If there is a tie between an upper age player and a lower age player [i.e., twelve (12) year old vs. eleven (11) year old for the 12U All Stars team], every effort will be made to allow the upper age player the chance to participate on the Gold Team.
- e. After an open forum discussion of the Manager's nominees, the Managers will vote for twelve (12) players. The President, Player Agent and Division Commissioner are responsible for counting the ballots
- f. The eleven (11) players with the highest number of votes received from the Managers will be members of the Silver All Stars Team. If there is a tie between an upper age player and a lower age player [i.e., twelve (12) year old vs. eleven (11) year old for the 12U All Stars team], every effort will be made to allow the upper age player the chance to participate on the Silver Team. The silver team manager will be allowed one coach pick.

II. Playing Rules

A. General Rules

1. The current ASA Official Rules of Softball apply except for the following modifications.

2. Field and Equipment

<u>Division</u>	<u>Game Ball</u>	<u>Pitching Distance</u>	<u>Base</u>
6U	10" Worth RIF Level 1	30 feet	50 feet
8U	10" Worth RIF Level 1	30 feet	55 feet
10U	11" Worth RIF Level 1	35 feet	60 feet
12U	12" Worth Dream Seam	40 feet	60 feet
14U/16U	12" Worth Dream Seam	40 feet	60 feet

3. Substitutions

- a. Unlimited re-entry is permitted (see pitching exception).
- b. Any player who arrives late to the game may be added to the bottom of the batting order.

B. 6U Division Rules

1. Time Limit

- a. No new inning will begin after one (1) hour and fifteen (15) minutes or four (4) complete innings. Drop dead at one (1) hour and thirty (30) minutes.

2. Defense

- a. There will be ten (10) defensive players in the field and four (4) of those players will be positioned on the outfield grass.
- b. On a ball hit to the infield, runners may advance until an ATTEMPT to return the ball to the pitcher has been made and the ball crosses the plane of the pitching circle. On an overthrow play at first base, the batter/runner will receive one (1) additional base. All other runners will be awarded one (1) base.
- c. On a ball hit to the outfield, runners may continue to run until an ATTEMPT to return the ball to the pitcher has been made and the ball crosses the plane of the pitching circle. If the runner has reached the halfway point before the ball crosses the plane, she may continue on to the next base.
- d. There is no Infield Fly Rule in effect.
- e. Every player must play at least one (1) inning in the infield.

3. Offense

- a. Teams use a continuous batting order that will include all players on the team roster present for the game.
- b. Teams bat through the order each inning.
- c. No bunting is allowed. After a full swing, the ball is in play if it is a fair ball and travels outside the five (5) foot arc in front of home plate.
- d. The batter/runner is out when:
 - i. After hitting a fair ball, the batter/runner is put out prior to reaching first base.
 - ii. After a fly ball is hit, a fielder catches the ball before it touches the ground.
 - iii. On a force play, a fielder contacts the base before the runner reaches the base.
- e. There will be no stealing. The base runner may lead off after a pitched ball crosses the plate. If a runner leaves early, a dead ball will be called (no pitch) and the runner returns to her base.

4. Adult Coaches

- a. The adult pitcher will pitch the ball to the batter. Strike and ball counts will not be used; however, if after three (3) pitches a batter has not hit a fair ball, a batting tee will be used. When a Manager/Coach pitches, the distance will fluctuate depending on the batter.
- b. Two (2) Managers/Coaches for the defensive team will be allowed in the outfield only.

- c. A Manager/Coach for the defensive team may be positioned behind the catcher to assist in returning the ball to the pitcher and speeding up the game.

C. 8U Division Rules

1. Time Limit

- a. Should a game be called prior to six (6) innings because of darkness, dangerous conditions or exceeding the time limit, three (3) innings will constitute a regulation game.
- b. A regulation game consists of six (6) innings or no new inning will begin after one (1) hour and thirty (30) minutes (no drop dead). The final inning will be completed using the ninth batter rule. A new inning is considered to have begun immediately after the third out is made in the preceding inning.
- c. If the visiting team is leading by ten (10) or more runs after four (4) complete innings, or the home team is leading by ten (10) or more runs after three (3) and a half innings, the game is over. If the visiting team is leading by eight (8) or more runs after five (5) complete innings, or the home team is leading by eight (8) or more runs after five (5) and a half innings, the game is over.
- d. Games may end in a tie.

2. Defense

- a. There will be ten (10) defensive players in the field and four (4) of those players will be positioned on the outfield grass.
- b. A team must field a minimum of eight (8) players. Less than eight (8) players constitute a forfeit.
- c. There is no Infield Fly Rule in effect.
- d. Play will stop when the ball is thrown back to the pitcher and it crosses the plane of the pitching circle.
- e. Runners will be allowed to advance to the next base only if they are more than half way to the next base at the time the ball crosses the plane of the pitching circle; otherwise they will be returned to the previous base. The umpire will make the determination.
- f. No player may sit out for two consecutive innings.

3. Offense

- a. Teams use a continuous batting order that will include all players on the team roster present for the game.
- b. A five (5) run rule will be in effect in the first three innings. The Ninth Batter Rule will be in effect after three (3) innings.
- c. The Ninth Batter Rule - when the ninth batter comes to the plate, the umpire will automatically declare two (2) outs (which will be charged to the pitcher of record at that time). The inning shall end when the third (3rd) out is made or a defensive player has possession of the ball and is in contact with home plate. Walking is not permitted on the ninth batter. She must hit or be struck out. If the ninth batter is hit with a pitched ball, she is awarded first base and the next batter shall come to bat.

- c. There is no Dropped Third Strike Rule and batters may not advance on a dropped third strike. Runners already on base may advance at their own risk.
4. Stealing
- a. Stealing is allowed when the ball leaves the pitcher's hand.
 - b. If a runner leaves early, a dead ball will be called and the runner will be declared out. Any other runners already on base will return to the bases occupied at the time of the pitch.
 - c. Only one (1) stolen base per runner is allowed per pitch.
 - d. Runners may not advance on an overthrow to the pitcher. Any ball overthrown to the pitcher that crosses the pitching circle will be considered caught by the pitcher.
 - e. Home plate is closed. Stealing home is not permitted.
 - f. There is no stealing (any base) on an adult pitch.
5. Walks
- a. There will be no walks for games player prior to March 30, 2007. In the event the player pitcher pitches four (4) balls, the designated adult Manager/Coach of the batting team will enter the game. At this time the strike count will remain the same and the adult pitcher will continue to pitch until the batter either hits the ball in fair territory, strikes out or the batter receives three pitches from the adult pitcher. The umpire will call strikes on adult pitches.
 - b. If the adult pitcher pitches three (3) pitches and the batter fails to hit the ball into fair territory, the batter is out. If the batter fouls the fourth pitch, her at bat continues until she either misses the next pitch or until she puts the ball in play, whichever comes first. A batter cannot strike out on a foul ball, regardless of the number of pitches she receives.
 - c. Only one (1) base is allowed on a walk. A runner may not attempt to steal second base after being walked. A walked runner must wait until the next pitch after her walk before she attempts to steal second base.
 - d. If a batter is hit by a player pitched ball, the ball is dead and the umpire will confer with the batter to determine if the batter is awarded first base or if the adult pitcher will enter the game to pitch to the batter. The batter will be awarded first base if she is unwilling to continue the at bat. Otherwise, the count will be cleared and the coach pitch at bat will begin.
6. Adult Pitchers
- a. The adult pitcher must pitch from the pitcher's plate. The player pitcher must have one (1) foot in the circle while the adult is pitching.
 - b. If the adult pitcher is struck by a batted ball, it will be counted as a foul ball.
7. Pitching
- a. A pitcher may pitch no more than six (6) outs per game during the coach pitch portion of the season. A pitcher may pitch no more than nine (9) outs per game after the termination of the coach pitch portion of the season, but may not record her 7th, 8th, or 9th out until

the fifth inning. No action will be taken if two (2) or more outs occur on any one (1) continuous play and the pitcher is charged with more than the maximum outs. The extra out(s) will not be credited to any pitcher.

- b. **After the termination of the coach pitch portion of the season, a coach will be allowed to pitch to his/her batters after the opposing team has issued ten (10) walks.**
- c. Any pitcher removed may not return to pitch in the same inning.
- d. Each pitcher may assume the mound three (3) times per game (the start of a new inning does not constitute a new assumption). The assumption is started when the pitcher delivers the first pitch to a batter after entering the game. The starting pitcher will receive their first assumption at the start of the game a new assumption will be started when they re-enter the game as the pitcher.

D. 10U Division

1. Time Limit

- a. A regulation game consists of seven (7) innings or no new inning will begin after one (1) hour and thirty (30) minutes (no drop dead). The final inning will be completed using the ninth batter rule. A new inning is considered to have begun immediately after the third out is made in the preceding inning.
- b. If the visiting team is leading by ten (10) or more runs after four (4) complete innings, or the home team is leading by ten (10) or more runs after three (3) and a half innings, the game is over. If the visiting team is leading by eight (8) or more runs after five (5) complete innings, or the home team is leading by eight (8) or more runs after four (4) and a half innings, the game is over.
- c. Games may end in a tie.

2. Defense

- a. There will be ten (10) defensive players in the field and four (4) of those players will be positioned on the outfield grass.
- b. A team must field a minimum of eight (8) players. Less than eight (8) players constitute a forfeit.
- c. The Infield Fly Rule is in effect.
- d. No player may sit out for two (2) consecutive innings.

3. Offense

- a. Teams use a continuous batting order that will include all players on the team roster present for the game.
- b. A five (5) run rule will be in effect in the first three innings. The Ninth Batter Rule will be in effect after three (3) innings.
- c. The Ninth Batter Rule - when the ninth batter comes to the plate, the umpire will automatically declare two (2) outs (which will be charged to the pitcher of record at that time). The inning shall end when the third (3rd) out is made or a defensive player has possession of the ball and is in contact with home plate. Walking is not permitted on the ninth batter. She must hit or be struck out. If the ninth batter is hit with a pitched ball, she is awarded first base and the next batter shall come to bat.

4. Stealing
 - a. Stealing is allowed when the ball leaves the pitcher's hand.
 - b. If a runner leaves early, a dead ball will be called and the runner will be declared out. Any other runners already on base will return to the bases occupied at the time of the pitch.
 - c. Home plate is open. Stealing home is permitted.
5. Pitching
 - a. No pitcher may pitch more than nine (9) outs per game. No action will be taken if two (2) or more outs occur on any one (1) continuous play and the pitcher is charged with more than the maximum outs. The extra out(s) will not be credited to any pitcher.
 - b. Any pitcher removed may not return to pitch in the same inning.
 - c. Each pitcher may assume the mound three (3) times per game (the start of a new inning does not constitute a new assumption). The assumption is started when the pitcher delivers the first pitch to a batter after entering the game. The starting pitcher will receive their first assumption at the start of the game a new assumption will be started when they re-enter the game as the pitcher.

E. 12U Division

1. Time Limit
 - a. No new inning will begin after one (1) hour and thirty (30) minutes.
 - b. If the visiting team is leading by ten (10) or more runs after four (4) complete innings, or the home team is leading by ten (10) or more runs after three (3) and a half innings, the game is over. If the visiting team is leading by eight (8) or more runs after five (5) complete innings, or the home team is leading by eight (8) or more runs after four (4) and a half innings, the game is over.
 - c. Games may end in a tie.
2. Defense
 - a. There will be nine (9) defensive players in the field and three (3) of those players will be positioned on the outfield grass.
 - b. A team must field a minimum of eight (8) players. Less than eight (8) players constitute a forfeit.
 - c. The Infield Fly Rule is in effect.
 - d. No player may sit out for two (2) consecutive innings.
3. Offense
 - a. Teams use a continuous batting order that will include all players on the team roster present for the game.
 - b. There is a Dropped Third Strike Rule and batters may attempt to advance on a dropped third strike.
4. Stealing
 - a. Stealing is allowed when the ball leaves the pitcher's hand.
 - b. If a runner leaves early, a dead ball will be called and the runner will be declared out. Any other runners already on base will return to the bases occupied at the time of the pitch.
 - c. Home plate is open. Stealing home is permitted.

F. 14U/16U Division

1. Time Limit
 - a. No new inning will begin after one (1) hour and forty (40) minutes. Drop dead at two (2) hours.
 - b. Drop Dead Rule. If the visiting team is up to bat when the game is called, the score will revert back to the last completed inning. If the home team is up to bat when the game is called and they are losing, the score shall revert back to the last completed inning. If the home team is up to bat when the game is called and the home team has tied the game IN THAT HALF INNING, the score will stand and will NOT revert back. If the home team is up to bat when the game is called and is leading, the score will stand and will NOT revert back.
 - c. If the visiting team is leading by ten (10) or more runs after four (4) complete innings, or the home team is leading by ten (10) or more runs after three (3) and a half innings, the game is over. If the visiting team is leading by eight (8) or more runs after five (5) complete innings, or the home team is leading by eight (8) or more runs after four (4) and a half innings, the game is over.
 - d. Games may end in a tie.
2. Defense
 - a. There will be nine (9) defensive players in the field and three (3) of those players will be positioned on the outfield grass.
 - b. A team must field a minimum of eight (8) players. Less than eight (8) players constitute a forfeit.
 - c. The Infield Fly Rule is in effect.
 - d. No player may sit out for two (2) consecutive innings.
3. Offense
 - a. Teams use a continuous batting order that will include all players on the team roster present for the game.
 - b. There is a Dropped Third Strike Rule and batters may attempt to advance on a dropped third strike.
4. Stealing
 - a. Stealing is allowed when the ball leaves the pitcher's hand.
 - b. If a runner leaves early, a dead ball will be called and the runner will be declared out. Any other runners already on base will return to the bases occupied at the time of the pitch.
 - c. Home plate is open. Stealing home is permitted.

III. Amendments

These League Rules may be amended by a two-thirds vote of the Board at any scheduled monthly or special meeting